



Screen pictures shown  
may be different machine  
versions of game.



**firebird**

Injuns, cacti, tunnels and trouble in this rootin', tootin' arcade game!  
Des Indiens, des cactus, des tunnels et des ennuis: ça siffle et ça chauffe  
dans ça jeu!  
Indiener Kakteen Tunnel und Schwierigkeitsarten in dieser aufregenden  
Spielhallenattraktion!  
Indiani, cactus, tunnel e guai in questa intricata galleria di giochi!  
Indios, cactus, túneles y problemas en este juego lleno de curiosidades!  
In ditopwindende lunetark spel tielt u Indiënen, cactusplanten en  
tunnels. In één woord moeilijkheden!  
Der er indianere, kaktus, tunneler og trænger! Bliv togrover og stjæl  
guldet fra togene i dette forrygende arkadespil!

**CBM  
64 128**

**SILVER  
199  
RANGE**

**COMMODORE 64/128**

**TRAIN ROBBERS**

**TRAIN ROBBERS**



**firebird**



5 012439 011095



Look out for these exciting titles in the  
**Firebird 199 Silver Range** for your  
**Commodore 64/128 computer\***

- |                               |                    |
|-------------------------------|--------------------|
| Arcade Classics               | Ninja Master       |
| Back to the Future            | Olli and Lissa     |
| Beamrider                     | On Court Tennis    |
| BMX Kidz                      | On Field Football  |
| Booty                         | Park Patrol        |
| Chickin Chase                 | Pitfall            |
| Decathlon                     | Pitfall II         |
| Denarius                      | Pneumatic Hammers  |
| Force One                     | Prodigy            |
| Freak Factory                 | Raging Beast       |
| Galaxibirds                   | Realm              |
| Gerry the Germ                | River Raid         |
| GoGo the Ghost                | Rock & Wrestle     |
| Gunstar                       | Special Agent      |
| Happiest Days of<br>Your Life | The Prince         |
| Harvey Headbanger             | Thrust             |
| Hero                          | Twinky Goes Hiking |
| I-Ball                        | UFO                |
| Imagination                   | Warhawk            |
| Mad Nurse                     | Willow Pattern     |
| Mermaid Madness               | Zenji              |
| Microrhythm                   | Zolyx              |
| Microrhythm +                 | Zone Ranger        |

\*Correct at time of printing

# TRAIN ROBBERS

© ANDREW HOLDROYD

## THE GAME

You play the part of Wild West desperado Cactus Pete. Chase the train on your trusty steed, climb up the front carriage, run along the top to the bullion wagon, then climb inside. Once there, avoid the dogs, pick up the keys, and open the safe, then, escape with your loot.

## LOADING

### COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

### COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key
2. Now follow the instructions for Commodore 64 owners above.

*NOTE: Full loading instructions can be found in your Commodore Manual.*

## PLAYING THE GAME

On the title page, pushing up on either joystick alternates between one/two players and one/two joysticks. Pressing fire on either joystick starts the game.

Run slowly along the track until the train chuffs into view, run along with it so you can climb up the ladder on the first carriage.

### Controls for Section 1

← → = Slow down and speed up your horse

↑ ↓ = Guide him closer to and further away from the train

FIRE = Grab on the ladder

Once on the ladder, climb up and run along the top of the train, jumping from car to car. You will need to lie flat a few times, and do some extra jumping on later levels! When you are standing on the hatch on the Bullion Wagon, pressing fire will let you in.

### Controls for Section 2.

← → = Move left and right

↑ ↓ = Move up and down (climb up and down the ladder)

FIRE = Lie flat

FIRE + ← → = Jump in that direction

Once inside the car, climb down the ladder. Avoiding the snarling dogs, collect the keys by walking over them, then open the safe by bumping into it. Now go back to the ladder and climb out, with your loot

### Controls for Section 3:

← → = Move left and right

↑ ↓ = Move up and down (climb up and down the ladder)

Now run back to the front of the train where your steed will be waiting, climb down, and ride off into the sunset! But there are more trains to rob where this one came from, and each one is harder to bust than the last!

**WARNING:** Copyright subsists in all Firebird Software, documentation and artwork. All rights reserved. No part of this software may be copied, transmitted in any form, or by any means, hired or lent without the express permission of the publisher.

If this program is faulty, or fails to load, please return it to the address below CLEARLY MARKED 'RETURNS' and it will be replaced free of charge. This offer does not affect your statutory consumer rights.

Firebird Software, First Floor, 64-76 New Oxford Street, London WC1A 1PS  
Firebird and the Firebird logo are registered trademarks of  
British Telecommunications plc.